AMENDMENTS TO THE CLAIMS

1-16 (Cancelled)

17. (Currently Amended) A system for communication of video information over a network, comprising:

a first object-oriented coder that divides data into object macroblocks and background macroblocks, the object macroblocks and background macroblocks being a portion of partitioned-video data that is transmitted at a bit rate, and that assigns a higher number of error control overhead bits to the object macroblocks than to the background macroblocks based on a threshold of the bit rate of the partitioned-video data.

18. (Previously Presented) The system of claim 17, wherein the first object-oriented coder comprises a first processor and a first memory.

19. (Previously Presented) The system of claim 17, further comprising a second object-oriented coder that allocates a higher data transmission rate to the object macroblocks than to the background macroblocks.

20. (Previously Presented) The system of claim 17, further comprising a third object-oriented coder that receives a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponds to location of the object macroblock that is missing in a current frame, and replaces the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

21. (Previously Presented) The system of claim 20, wherein the third object-oriented coder further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

22. (Currently Amended) A method for communicating video information over a network, comprising the steps of:

dividing data into object macroblocks and background macroblocks, the object macroblocks and background macroblocks being a portion of partitioned-video data that is transmitted at a bit rate; and

assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks based on a threshold of the bit rate of the partitioned-video data.

23. (Previously Presented) The method of claim 22, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

24. (Previously Presented) The method of claim 22, further comprising receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

25. (Previously Presented) The method of claim 24, wherein receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

26. (Currently Amended) A system for communicating video information over a network, comprising:

means for dividing data into object macroblocks and background macroblocks, the object macroblocks and background macroblocks being a portion of partitioned-video data that is transmitted at a bit rate; and

means for allocating a higher number of error control overhead bits to the object macroblocks than to the background macroblocks based on a threshold of the bit rate of the partitioned-video data.

27. (Previously Presented) The system of claim 26 further comprising means for allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

28. (Previously Presented) The system of claim 27, wherein one of the means for allocating one of a higher number of error control overhead bits and the means for allocating a higher data transmission rate is a first processor.

29. (Previously Presented) The system of claim 26, further comprising:

means for receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of an object macroblock that is missing in a current frame; and

means for replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

30. (Previously Presented) The system of claim 29, wherein the means for receiving the location vector and the at least one motion vector of the object macroblock further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

31. (Previously Presented) The system of claim 29, wherein the means for receiving and for replacing is a second processor.

32. (Currently Amended) A computer readable medium having a computer program for communicating video information over a network, the program performing the steps of:

dividing data into object macroblocks and background macroblocks, the object macroblocks and background macroblocks being a portion of partitioned-video data that is transmitted at a bit rate; and

assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks based on a threshold of the bit rate of the partitioned-video data.

33. (Previously Presented) The computer program of claim 32, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

34. (Previously Presented) The computer program of claim 32, further comprising receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

35. (Previously Presented) The computer program of claim 34, wherein receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

36. (Previously Presented) A system for communication of video information over a network, comprising:

a first object-oriented coder that divides data into object macroblocks and background macroblocks, receives a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponds to location of the object macroblock that is missing in a current frame, and replaces the object macroblock that is missing in the current frame with the object macroblock in the previous frame;

wherein the first object-oriented coder assigns a quantization factor a value that provides for receiving more location vectors and motion vectors of an object macroblock.

37. (Previously Presented) The system of claim 36, wherein the first object-oriented coder uses at least one bit that was designated for the quantization value of the object and background macroblocks to represent the location and motion vectors of the object macroblock instead of the quantization value.

38. (Previously Presented) The system of claim 36, wherein the first object-oriented coder comprises a first processor and a first memory.

39. (Previously Presented) The system of claim 36, further comprising a second object-oriented coder that allocates a higher data transmission rate to the object macroblocks than to the background macroblocks.

40. (Previously Presented) The system of claim 36, further comprising a third object-oriented coder that assigns a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

41. (Previously Presented) A method for communicating video information over a network, the method comprising the steps of:

dividing data into object macroblocks and background macroblocks;

receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame;

replacing the object macroblock that is missing in the current frame with the object

macroblock in the previous frame; and

assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

42. (Previously Presented) The method of claim 41, wherein assigning the quantization factor further comprising using at least one bit that was designated for the quantization value of the object and background macroblocks to represent the location and motion vectors of the object macroblock instead of the quantization value.

43. (Previously Presented) The method of claim 41, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

44. (Previously Presented) The method of claim 41, further comprising assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks

45. (Previously Presented) A system for communicating video information over a network, comprising:

means for dividing data into object macroblocks and background macroblocks;

means for receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame;

means for replacing the object macroblock that is missing in the current frame with the

object macroblock in the previous frame; and

means for assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

46. (Previously Presented) The system of claim 45, wherein means for assigning the quantization factor further comprises using at least one bit that was designated for the quantization value of the object and background macroblocks to represent the location and motion vectors of the object macroblock instead of the quantization value.

47. (Previously Presented) The system of claim 45, further comprising the means for receiving and for replacing is a first processor.

48. (Previously Presented) The system of claim 45, further comprising means for allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

49. (Previously Presented) The system of claim 48, wherein the means for allocating a higher data transmission rate is a second processor.

50. (Previously Presented) The system of claim 45 further comprising means for allocating a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

51. (Previously Presented) The system of claim 50, wherein the means for allocating a higher number of error control overhead bits is a third processor.

52. (Previously Presented) A computer readable medium having a computer program for communicating video information over a network, the program performing the steps of:

dividing data into object macroblocks and background macroblocks;

receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame;

replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame; and

assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

53. (Previously Presented) The computer program of claim 52, wherein assigning the quantization factor further comprises using at least one bit that was designated for the quantization value of the object and background macroblocks to represent the location and motion vectors of the object macroblock instead of the quantization value.

54. (Previously Presented) The computer program of claim 52, further comprising assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

55. (Previously Presented) The computer program of claim 52, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

56. (Newly Added) The system of claim 17, wherein the first object-oriented coder assigns the higher number of error control overhead bits to the object macroblocks than to the background macroblocks based on the threshold of the bit rate of the partitioned-video data comprises the first object-oriented coder to evaluate whether the bit rate of the partitioned-video data is less than a bit rate of nonpartitioned-video data and to assign the higher number of error control overhead bits to the object macroblocks than to the background macroblocks when the bit rate of the partitioned-video data is less than then bit rate of the nonpartitioned-video data.

57. (Newly Added) The method of claim 22, wherein assigning the higher number of error control overhead bits to the object macroblocks than to the background macroblocks based on the threshold of the bit rate of the partitioned-video data comprises evaluating whether the bit rate of the partitioned-video data is less than a bit rate of nonpartitioned-video data and assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks when the bit rate of the partitioned-video data is less than then the bit rate of the nonpartitioned-video data.

58. (Newly Added) The system of claim 26, wherein means for allocating the higher number of error control overhead bits to the object macroblocks than to the background macroblocks based on the threshold of the bit rate of the partitioned-video data comprises means for evaluating whether the bit rate of the partitioned-video data is less than a bit rate of

nonpartitioned-video data and means for assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks when the bit rate of the partitioned-video data is less than then the bit rate of the nonpartitioned-video data.

59. (Newly Added) The computer readable medium of claim 32, wherein assigning the higher number of error control overhead bits to the object macroblocks than to the background macroblocks based on the threshold of the bit rate of the partitioned-video data comprises evaluating whether the bit rate of the partitioned-video data is less than a bit rate of nonpartitioned-video data and assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks when the bit rate of the partitioned-video data is less than then the bit rate of the nonpartitioned-video data.

60. (Newly Added) The system of claim 17, wherein the first object-oriented coder assigns a higher number of error control overhead bits to the object macroblocks than to the background macroblocks based on a level of distortion in the coded image data measured either objectively or subjectively.

61. (Newly Added) The system of claim 60, wherein the level of distortion in the coded image data measured objectively includes the determination of a threshold in the signal to noise ratio of the object macroblocks and background macroblocks.

62. (Newly Added) The system of claim 60, wherein the level of distortion in the coded image data measured subjectively includes the determination of an image quality by a user.